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1 An analysis of selected computer interchange color spaces   ▦
James M. Kasson, Wil Plouffe
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4

Full text available: 🗎 pdf(3.77 MB)   Additional Information: full citation, abstract, references, citings, index terms

> Important standards for device-independent color allow many different color encodings. This freedom obliges users of these standards to choose the color space in which to represent their data. A device-independent interchange color space must exhibit an exact mapping to a colorimetric color representation, ability to encode all visible colors, compact representation for given accuracy, and low computational cost for transforms to and from device-dependent spaces. The performance of CIE 1931 ...

> **Keywords:** CIE 1931 XYZ, CIELAB, CIELUV, SMPTE-C RGB, YCbCr, YES, color, color models, color spaces, device-independent color, quantization

2 Session P13: view-dependent techniques: Approximate shading for the re-illumination   ▦
of synthetic images
Randy Scoggins, Raghu Machiraju, Robert J. Moorhead
October 2001 **Proceedings of the conference on Visualization '01**

Full text available: 🗎 pdf(562.89 KB)   Additional Information: full citation, abstract, references, citings, index
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> This paper presents a novel method to estimate illumination-dependent properties in image synthesis prior to rendering. A preprocessing step is described in which a linear image basis is developed and a lighting-independent formulation defined. A reflection function, similar to hemispherical reflectance, approximates normal Lambertian shading. Intensity errors resulting from this approximation are reduced by use of a polynomial gamma correction function and scaling to a normalized display range. ...

> **Keywords:** image metrics, level-of-detail, perception, rendering

3 Correcting for short-range spatial non-linearities of CRT-based output devices   ▦
R. Victor Klassen, Krishna Bharat
September 1993 **Proceedings of the 20th annual conference on Computer graphics and**

interactive techniques

Full text available: pdf(434.64 KB)   Additional Information: full citation, references, index terms

4   Generating gamma variates by a modified rejection technique
J. H. Ahrens, U. Dieter
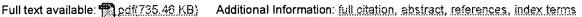January 1982 **Communications of the ACM**, Volume 25 Issue 1

Full text available: pdf(722.65 KB)   Additional Information: full citation, abstract, references, citings, index terms

A suitable square root transformation of a gamma random variable with mean a $\geq$ 1 yields a probability density close to the standard normal density. A modification of the rejection technique then begins by sampling from the normal distribution, being able to accept and transform the initial normal observation quickly at least 85 percent of the time (95 percent if a $\geq$ 4). When used with efficient subroutines for sampling from the normal and exponential ...

Keywords: acceptance—rejection method, gamma distribution, random numbers

5   Volume rendering: Shading for Fourier Volume Rendering
Alireza Entezari, Randy Scoggins, Torsten Möller, Raghu Machiraju
October 2002 **Proceedings of the 2002 IEEE symposium on Volume visualization and graphics**

Full text available: pdf(735.46 KB)   Additional Information: full citation, abstract, references, index terms

The work presented here describes two methods to incorporate viable illumination models into Fourier Volume Rendering (FVR). The lack of adequate illumination has been one of the impediments for the wide spread acceptance of FVR. Our first method adapts the Gamma Corrected Hemispherical Shading (GCHS) proposed by Scoggins et al. [11] for FVR. We achieve *interactive* rendering for constant diffusive light sources. Our second method operates on data transformed by spherical harmonic function ...

Keywords: fourier transform, fourier volume rendering, shading, spherical harmonics

6   Graphic Formats for Linux
Gerald Graef
March 1996 **Linux Journal**

Full text available: html(25.46 KB)   Additional Information: full citation, abstract, index terms

What ARE all those graphics storage formats and which should youuse? Geral d Graef explains the methods and benefits

7   Achieving color uniformity across multi-projector displays
Aditi Majumder, Zhu He, Herman Towles, Greg Welch
October 2000 **Proceedings of the conference on Visualization '00**

Full text available: pdf(181.02 KB)   Additional Information: full citation, citings, index terms

Keywords: color calibration, large area display, projector graphics, tiled displays

8
Color consistency for digital multi-projector stereo display systems: the HEyeWall and

the Digital CAVE
W. Kresse, D. Reiners, C. Knöpfle
May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(16.19 MB)　Additional Information: full citation, abstract, references, index terms

Digital projectors have a significant advantage over CRTs for IPT setups: brightness. But they also have a number of disadvantages, one of which is color consistency. This problem is exacerbated when using the Infitec method for stereo separation, which in itself has some strong advantages for CAVE and tiled wall setups. In this paper we will describe a method for color and brightness correction of multi-projector display systems. The method itself is used in two new projection systems, which ar ...

9 An on-line image processing system
I. H. Barkdoll, B. L. McGlamery
January 1968 **Proceedings of the 1968 23rd ACM national conference**

Full text available: pdf(2.04 MB)　Additional Information: full citation, abstract, index terms

The high-speed digital computer has contributed to significant progress in the field of optics. One particular area of optics benefiting from this progress is image processing. The purpose of image processing is to aid the human observer in extracting from an image information which has been obscured by some type of degradation The numerous factors which can degrade the quality of an image in an optical system include lens aberrations, poor focus, image motion, turbulence, and di ...

10 The office of the future: a unified approach to image-based modeling and spatially immersive displays
Ramesh Raskar, Greg Welch, Matt Cutts, Adam Lake, Lev Stesin, Henry Fuchs
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.00 MB)　Additional Information: full citation, references, citings, index terms

Keywords: autocalibration, calibration, depth, display, image-based modeling, image-based rendering, intensity blending, projection, range, reflectance, spatially immersive display, virtual environments

11 Visualization: Rapid emission tomography reconstruction
Ken Chidlow, Torsten Möller
July 2003 **Proceedings of the 2003 Eurographics/IEEE TVCG Workshop on Volume graphics**

Full text available: pdf(1.64 MB)　Additional Information: full citation, abstract, references, index terms

We present new implementations of the Maximum Likelihood Expectation Maximization (EM) algorithm and the related Ordered Subset EM (OSEM) algorithm. Our implementation is based on modern graphics hardware and achieves speedups of over eight times current software implementation, while reducing the RAM required to practical amounts for today's PC's. This is significant as it will make this algorithm practical for clinical use. In order to achieve a large speed up, we present bit splitting over di ...

12 Color gamut matching for tiled display walls
Grant Wallace, Han Chen, Kai Li
May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(676.72 KB)　Additional Information: full citation, abstract, references, index terms